

CORE BEHAVIORS FOR ALL SERVICE DOGS

1.	Back	The dog takes 3-4 steps back
2.	Bed	The dog goes to a mat or bed and lies down
3.	Brace	The dog stays still, parallel to you as you place your hands on her hips and shoulders to pull yourself up.
4.	Come	The dog comes and sits in front of the handler
5.	Crawl	The dog moves forward while staying down
6.	Down	The dog lies down
7.	Dress	The dog moves into the equipment (Easy walk and vest)
8.	Eye contact/Name	The dog makes eye contact with the handler
9.	Free	The dog is free to get out of position
10.	Get/Give	The dog picks up different objects from the floor (leash, small bag, etc...)
11.	Heel	The dog gets into position on the left side
12.	Hurry	The dog goes to the bathroom
13.	Jump	The dog jumps onto a surface or into the car
14.	Leave it	The dog moves away from the object and looks at the handler
15.	Let's go (LLW)	The dog walks on leash without pulling and in position (head at the level of the handler's leg).
16.	Off	The dog jumps out of the car or gets off an elevated surface. Also used to get the dog off the counter or person.
17.	Poke	The dog nudges arm or leg with his/her muzzle (strong an repeated)
18.	Roll	The dog lies down and rolls on the side to get brushed or his/her nails trimmed
19.	Side	The dog gets in position on the right side
20.	Sit	The dog sits
21.	Stand	The dog stands and stays still
22.	Stay	The dog stays in place as the handler walks away
23.	Touch	The dog touches the hand or other object presented, with his/her nose
24.	Under	The dog goes under the table or chair and lies down
25.	Visit	The dog places head on person's lap
26.	Wait	The dog waits for your signal to move forward (e.g.: going through a doorway)

BEHAVIORS TRAINED BY DISABILITY

Diabetes – alerts to change in glucose levels, assists when feeling weak

1.	Scent/Alert	Pokes to the scent of LOW glucose levels
2.	Get/Give	Retrieves small bag, phone or other object named or pointed at
3.	Brace	Assists in getting up from chair or floor when person is feeling weak
4.	Find help	Gets another person when asked or when person is unresponsive
5.	Press it	Presses an alarm when asked or when person is unresponsive

Seizures – alerts to onset of seizure, assists during and after seizure

1.	Scent/Alert	Pokes to the scent of oncoming seizure
2.	Get/Give	Retrieves a drink a phone or other object named or pointed at
3.	Brace	Assists in getting up from chair or floor when person is feeling weak
4.	Find help	Gets another person when asked or when person is unresponsive
5.	Press it	Presses an alarm when asked or when person has a seizure
6.	Cuddle	Lies down against or on person during a seizure

Autism – Helps calm down, interrupt stimming, helps with transitions and keeping child close

1.	Lap	Gets on lap to provide deep pressure for comfort
2.	Visit	Rests head on lap or chest to provide comfort
3.	Anchor	Maintains a down-stay even when child tugs on double leash – prevents elopement
4.	Nudge	Interrupts repetitive behaviors or gets person's attention for transition
5.	Find <name>	Tracks scent of person in case of elopement

PTSD/Anxiety/Psychiatric – Helps calm down or cope, interrupt behaviors or anxiety/panic attack

1.	Block	Stands in front of person – provides feeling of security
2.	Cover	Stands behind person – provides feeling of security

3.	Light	Turns light on when entering a house or room or at night after nightmare
4.	Paw	Secret signal cues the dog to place paw on the person's lap
5.	Lap	Gets on lap to provide deep pressure for comfort
6.	Visit	Rests head on lap or chest to provide comfort
7.	Nudge	Gets person's attention in case of repetitive/self-harming behaviors
8.	Scent/alert	Pokes to onset of upcoming anxiety or panic attack
9.	Poke	Gets person's attention – reminding to take medication

Mobility – assists with tasks involving balance and/or mobility

1.	Brace	Helps get up from chair or floor and transition from wheelchair to bed
2.	Get/Give	Retrieves named objects and objects pointed at
3.	Light/Switch	Turns on/off lights
4.	Push	Pushes drawer and doors shut
5.	Tug	Pulls on tug rope to pull door or drawer – pulls on clothes
6.	Balance	Helps with balance while walking

Facility – provides comfort and encourages effort and good behavior (School, court, clinic)

1.	Lap	Gets on lap to provide deep pressure for comfort
2.	Visit	Rests head on lap or chest to provide comfort
3.	Get/Give	Retrieves named objects and objects pointed at – gets rewards for child or adult
4.	Press it	Presses button – fun trick after procedure or used as reward for child or adult
5.	High 5	Cute trick – used as reward for child or adult